



# SINE MORA

## GAME MANUAL

**MATURE 17+**

TM

**M**

Strong Language  
Sexual Themes

ESRB CONTENT RATING [www.esrb.org](http://www.esrb.org)



DIGITAL REALITY



## **WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**

## Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.



## FCC AND IC NOTICE - PART 1

**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
  - (2) this device must accept any interference received,  
including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

## FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.





## BASICS

Sine Mora is a horizontal side-scrolling shooter, a so called shoot'em up (STG). The player's airplane is viewed from the side and the stages are presented in cross-section, so the airplane appears to be flying through the backgrounds. The scrolling in the game is continuous, such that the player is led through a stage by the game.

On occasions there is also a degree of freedom, when the player can move up or down on the playing area, which can be taller than the screen. The focus is almost entirely on annihilation of the various enemy units. Also, the player must navigate through the environment, as invariably contact with the various background elements results in the death of or damage to the player's airplane.

Most importantly, Sine Mora is a shooting game with time extension based progress.



## GAME SYSTEM

Shoot down enemies to add time to the counter. If you get hit or collide, you receive a time penalty. Each stage has several checkpoints, where the timer is reset – your time mass will be stabilized. Your goal is always to get to the next checkpoint.

You are able to upgrade your primary weapon in 9 steps. Primary weapon upgrades are permanent.

Use your sub-weapon to damage particularly strong enemies. It can be also very useful to control the chaos surrounding you, but always keep in mind: your sub-weapon stock is limited.



## GAME SYSTEM

Use time manipulating capsules to your advantage: Story mode is limited to the Speed Up capsule, which slows down the time around you for a short while. Arcade Mode adds variation with two additional capsule types. In each mode, your capsule pool is limited.

Pick up the floating power-up tokens. These can upgrade your primary weapon, replenish your sub-weapon stock and capsule pool or have other useful purposes.





## ADVANCED

Arcade mode has an additional game element: the Rank System.

Player rank is indicated below the score counter on the HUD. There are three different ranks: C, B and A. Every new play session starts with a C rank and playing through the game will slowly raise the rank to B then A automatically.

The player is also able to speed up the rank change by various actions (holding the fire button, picking up specific power-up tokens, etc). Enemy resistance is more fierce on a higher rank: they release more bullets which can reach the player much quicker.

If the player is using a sub-weapon, a capsule or is hit, the rank meter will drop down a bit. However, the more time you spend on a higher rank, the more bonus score you'll receive at the end of the stage.



## SCORING

Each enemy destroyed will contribute to your score. Remaining time at the checkpoints is also converted.

If the achieved score is higher than the player's previous score, it will be uploaded to the corresponding Scoreboard.

Consecutive kills can raise the score multiplier. This multiplier is nullified if the player decides to use a sub-weapon, a capsule or is hit by enemy fire.





## SCORING

Players are also able to collect score tokens during the game and build up a token-chain, as the value of these tokens will raise upon successful collection (bronze, silver, gold). If a floating score token is missed (the token permanently leaves the screen), the chain will be broken – the next token that appears will have the minimum value again.

Additional – bonus – score can be gained at the end of the stages, based on player performance (hit ratio, number of hits taken, etc.)



## GAME MODES

### STORY MODE

Play through the story from the beginning to the end. Finishing every stage on Challenging difficulty unlocks an alternative narration and a chance to see the true ending. You are also able to start the game from any previously unlocked stage and continue to the end from that point. On Normal difficulty, initially you have 8 chances to continue. On Challenging difficulty, initially you have 5 chances to continue.

### ARCADE MODE

Play the game from the beginning to the end. This game mode is focused on action – the story-related cutscenes are not included. On both selectable difficulties you have only 3 chances to continue.





## GAME MODES

### SCORE ATTACK

Tailored for short play – you are able to select any previously unlocked stage in this mode. When finishing a stage, you do not proceed to the next stage.

### BOSS TRAINING

You are able to practice on previously encountered boss enemies in this mode. Continue stock is unlimited.

# HOW TO CONTROL SINE MORA

## TYPE A





# HOW TO CONTROL SINE MORA

## TYPE B



# HOW TO CONTROL SINE MORA

## TYPE C





# HOW TO CONTROL SINE MORA

## TYPE D



# HOW TO CONTROL SINE MORA

## TYPE E





Software licensed for play on PlayStation®Vita systems in the Americas.  
Use of the PlayStation®Network is subject to applicable user  
agreements and privacy policies found at:

**[www.us.playstation.com/support/useragreements](http://www.us.playstation.com/support/useragreements).**

## GEOLOCATION DISCLOSURE

THE GAME USES THE LOCATION DATA ACQUISITION SERVICE TO TRACK THE DISTANCE TRAVELED WITH THE GAME AND UNLOCK CONCEPT ART IMAGES AT CERTAIN DISTANCES.  
(YOU CAN CHANGE HOW GPS UPDATE WORKS IN THE GPS GALLERY MENU)



The Sony Computer Entertainment logo is a trademark of Sony Corporation. “PlayStation”, the “PS” family logos and the PS Vita logo are trademarks of Sony Computer Entertainment Inc.